

Taipuva Olki

Rules: 2nd Edition

Player: Panu

Concept: Martial Arts Master

Caste: Dawn

Motivation: Perustaa paras taistelulajikoulu ja opettaa siellä parasta, itse kehittämäni, tyyliuuntaa.

Essence

● ● ○ ○ ○ ○ ○ ○

Personal Pool

13 (13) Total / ___ Available

Peripheral Pool

31 (31) Total / ___ Available

Attributes

Strength	●●●●○○
Dexterity	●●●●○○
Stamina	●●○○○○
Charisma	●●○○○○
Manipulation	●●●○○○
Appearance	●●○○○○
Perception	●●●●○○
Intelligence	●●○○○○
Wits	●●●○○○

Virtues

Compassion	●○○○○
Temperance	●●○○○
Conviction	●●●○○
Valor	●●●●○

Virtue Flaw

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Heart of Flint: Kirjassa lukee, s. 105

Anima

- ◆ Cause Caste Mark to glow brightly (1 mote)
- ◆ Cause anima to glow bright enough to read by (1 mote)
- ◆ Know the precise time of day (1 mote)

Motes	Banner Flare	Stealth
1-3	Caste Mark glitters	Normal
4-7	Caste Mark burns	+2
8-10	Coruscant Aura	Impossible
11-15	Brilliant Bonfire	Impossible
16+	Totemic Aura	Impossible

Abilities

Dawn	■ Archery	○○○○○○○
	■ Martial Arts	●●●●○○○
	■ Melee	●○○○○○○
	■ Thrown	●○○○○○○
Zenith	■ War	○○○○○○○
	■ Integrity	●●●●○○○
	□ Performance	○○○○○○○
	□ Presence	●●○○○○○
Twilight	□ Resistance	●●●○○○○
	□ Survival	○○○○○○○
	□ Craft	○○○○○○○
	■ Investigation	●○○○○○○
Night	□ Lore	●●○○○○○
	■ Medicine	●●○○○○○
	□ Occult	○○○○○○○
	+ ■ Athletics	●●●●○○○
Eclipse	■ Awareness	●●●●○○○
	+ □ Dodge	●●●○○○○
	+ □ Larceny	○○○○○○○
	+ □ Stealth	●●●○○○○

Crafts

Craft - Air	○○○○○○○
Craft - Earth	○○○○○○○
Craft - Fire	○○○○○○○
Craft - Water	○○○○○○○
Craft - Wood	○○○○○○○

Specialties

Martial Arts - 7-section staff	●●○○○
_____	○○○
_____	○○○
_____	○○○
_____	○○○
_____	○○○
_____	○○○
_____	○○○

+ : This ability is commonly affected by mobility penalty.

Willpower

●●●●○○○
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Intimacies

Kunniallinen kamppailu

Social Combat

Join Debate	8	Dodge MDV	6			
Attack	Speed	Honesty	Deception	Rate		
Presence	4	4	2	5	3	2
Performance	6	2	1	3	2	1
Investigation	5	3	2	4	2	2

Common Actions	Speed	DV	Common DV Modifiers	Source	Modifier
Join Debate	5	None	Appearance	5	Difference
Attack	Above	-2	Motivation	3	+/- 3
Monologue	3	-2	Virtue	3	+/- 2
Miscellaneous	5	-2	Intimacy	3	+/- 1

Arsenal

Name	Speed	Accuracy	Damage	Defence	Rate	Range	Tags
Punch	5	+1	11	+0 4 B	+2 6	3	N
Kick	5	+0	10	+3 7 B	-2 4	2	N
Clinch	6	+0	10	+0 4 B	+0 5	1	C,N,P

Panoply

Name	Soak (B/L/A)	Hardness (B/L)	Mob.Pen.	Fatigue
Natural Soak	2 1			
Total	2 1 0	0 0	0	0

Movement & Health

Move	Dash	Jump (H/V)	Health Levels	Rules
5	11	18 9	-0	◆ Health: Bashing damage heals 1 health level per 3 hours. Lethal damage healing rate varies (-0 = 6 hours; -1 = 2 days; -2 = 4 days; -4 = 1 week; Incapacitated = 1 week). Double these times if not resting. Aggravated damage heals at the same rate as lethal but cannot be healed magically.
4	10	16 8	-1	◆ Death and Dying: If characters incapacitated by Lethal or Aggravated suffer further damage, they lose one Dying level per "Inactive" action.
3	9	14 7	-2	◆ Marking Damage:
1	7	10 5	-4	☑ Bashing ☑ Lethal ☑ Aggravated

Combat

Join Battle	8	Dodge DV	5	Knockdown	5 10	Stunning	2 5
		-Mob.Pen		Threshold / Pool		Threshold / Pool	

Order of Attack Events	Knockdown	Common Actions
1. Declare Attack	Characters are knocked down if an attack deals more raw damage than their Knockdown Threshold. Roll Knockdown Pool (2) to avoid. Rising from prone requires an action. Prone characters take a -1 external penalty to all non-reflexive physical rolls.	Action
2. Declare Defence		Join Battle
3. Attack Roll		Ready Weapon
4. Attack Reroll		Physical Attack
5. Subtract Penalties/Apply Defenses		Coordinate Attack
6. Defence "Reroll"		Aim
7. Calculate Raw Damage		Guard
8. Apply Hardness & Soak, Roll Damage		Move
9. Counterattack		Dash
10. Apply Damage, Knockdown & Stunning		Miscellaneous
Full combat rules on pages 140-158.		Jump
		Rise from Prone
		Inactive

